

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:

game start instruction means for instructing a start of a game;

internal winning combination determination means for determining an internal winning combination based on a game start instruction command from the game start instruction means;

game result display means for displaying a result concerning with a the game, the game result display means including first display means and second display means arranged in front of a display area of the first display means when seen from a front side of the gaming machine and the second display means having a symbol display area capable of transmittably displaying a display result of the first display means therethrough;

beneficial state generating means for generating a beneficial state for a player when a specific game result is displayed on the first display means of the game result display means; and

display control means for controlling the second display means;

~~wherein the game result display means includes first display means and second display means arranged at a more front side than a display area of the first display means when seen from a front side of the gaming machine and the second display means has a symbol display area capable of transmittably displaying a display result of the first display means therethrough, and~~

~~wherein display control means is provided, the display control means controlling controls the second display means so as to move and display game information corresponding to the internal winning combination within from a first area including the symbol display area while changing a light transmittance rate of the symbol display area so as to become low and move the game information from the first area to a second area not including the symbol display area while changing the light transmittance rate of the symbol display area so as to become high.~~

2. (Original) The gaming machine according to claim 1, wherein the first display means has one or more symbol display parts capable of variable display, and
wherein the display control means controls the second display means so as to move and display the game information from the first area to the second area substantially at the same time as the variable display in the symbol display parts is stopped and displayed.

3. (Currently Amended) The gaming machine according to claim 1, wherein the light transmittance rate of the symbol display part area in the second display means is changed so as to screen the display result of the first display means.

4. (Original) The gaming machine according to claim 1, wherein a window frame display area is formed at a periphery of the symbol display area, and
wherein display mode of the window frame display area is changed when the game information is displayed in the first area.

5. (Currently Amended) The gaming machine according to claim 1, further comprising:
~~game start instruction means for instructing a start of the game; and~~
~~internal winning combination determination means for determining an internal winning combination based on a game start instruction command from the game start instruction means;~~

wherein the display control means conducts displaying concerning with a specific winning combination as the game information when the internal winning combination determination means determines the specific winning combination as the internal winning combination.

6. (New) The gaming machine according to claim 1, wherein the game information is displayed in an enlarged state when moved to the second area.

7. (New) A gaming machine comprising:

a game start instruction device for instructing a start of a game;

an internal winning combination determination device for determining an internal winning combination based on a game start instruction command from the game start instruction device;

a game result display device for displaying a result concerning with the game, the game result display device including a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine and the second display device having a symbol display area capable of transmittably displaying a display result of the first display device therethrough;

a beneficial state generating device for generating a beneficial state for a player when a specific game result is displayed on the first display device of the game result display device; and

a display control device for controlling the second display device;

wherein the display control device controls the second display device so as to display game information corresponding to the internal winning combination within a first area including the symbol display area while changing light transmittance rate of the symbol display area so as to become low and move the game information from the first area to a second area not including the symbol display area while changing the light transmittance rate of the symbol display area so as to become high.

8. (New) The gaming machine according to claim 7, wherein the first display device has one or more symbol display parts capable of variable display, and

wherein the display control device controls the second display device so as to move and display the game information from the first area to the second area substantially at the same time as the variable display in the symbol display parts is stopped and displayed.

9. (New) The gaming machine according to claim 7, wherein the light transmittance rate of the symbol display area in the second display device is changed so as to screen the display result of the first display device.

10. (New) The gaming machine according to claim 7, wherein a window frame display area is formed at a periphery of the symbol display area, and
wherein display mode of the window frame display area is changed when the game information is displayed in the first area.

11. (New) The gaming machine according to claim 7,
wherein the display control device conducts displaying concerning with a specific winning combination as the game information when the internal winning combination determination device determines the specific winning combination as the internal winning combination.

12. (New) The gaming machine according to claim 7, wherein the game information is displayed in an enlarged state when moved to the second area.

13. (New) A gaming method comprising steps of:
instructing a start of a game;
determining an internal winning combination based on a game start instruction command;
displaying a result concerning with the game on a first display device;
generating a beneficial state for a player when a specific game result is displayed on the first display device; and
controlling a second display device having a symbol display area arranged in front of the first display device so as to display game information corresponding to the internal winning combination within a first area including the symbol display area while changing light transmittance rate of the symbol display area so as to become low and move the game information from the first area to a second area not including

the symbol display area while changing the light transmittance rate of the symbol display area so as to become high.

14. (New) The gaming method according to claim 13, wherein in the controlling step, the second display device is controlled so as to move and display the game information from the first area to the second area substantially at the same time as variable display in a symbol display part of the first display device is stopped and displayed.

15. (New) The gaming method according to claim 13, wherein in the controlling step, the light transmittance rate of the symbol display area in the second display device is changed so as to screen the display result of the first display device.

16. (New) The gaming method according to claim 13, wherein in the controlling step, a display mode of a window frame display area formed at a periphery of the symbol display area is changed when the game information is displayed in the first area.

17. (New) The gaming method according to claim 13, wherein in the controlling step, displaying concerning with a specific winning combination as the game information is conducted when the specific winning combination is determined as the internal winning combination in the determining step.

18. (New) The gaming method according to claim 13, wherein the game information is displayed in an enlarged state when moved to the second area.

19. (New) A gaming machine comprising:

a game result display device for displaying a result concerning with the game, the game result display device including a first display device and a second display device arranged in front of a display area of the first display device when seen from a

front side of the gaming machine and the second display device having a symbol display area capable of transmittably displaying a display result of the first display device therethrough; and

a processor in communication with the first display device and the second display device so as to (a) instruct a start of a game, (b) determine an internal winning combination based on a game start instruction command, (c) generate a beneficial state for a player when a specific game result is displayed on the first display device of the game result display device and (d) control the second display device so as to display game information corresponding to the internal winning combination within a first area including the symbol display area while changing light transmittance rate of the symbol display area so as to become low and move the game information from the first area to a second area not including the symbol display area while changing the light transmittance rate of the symbol display area so as to become high.

20. (New) The gaming machine according to claim 19, wherein the first display device has one or more symbol display parts capable of variable display, and

wherein the processor controls the second display device so as to move and display the game information from the first area to the second area substantially at the same time as the variable display in the symbol display parts is stopped and displayed.

21. (New) The gaming machine according to claim 19, wherein the processor changes the light transmittance rate of the symbol display area in the second display device so as to screen the display result of the first display device.

22. (New) The gaming machine according to claim 19, wherein a window frame display area is formed at a periphery of the symbol display area, and

wherein the processor changes display mode of the window frame display area when displaying the game information in the first area.

23. (New) The gaming machine according to claim 19, wherein the processor conducts displaying concerning with a specific winning combination as the game information when determining the specific winning combination as the internal winning combination.
24. (New) The gaming machine according to claim 19, wherein the processor displays the game information in an enlarged state when moving the game information to the second area.
25. (New) The gaming machine according to claim 1, wherein the game information is vertically displayed within the first area and is horizontally displayed in the second area.
26. (New) The gaming machine according to claim 7, wherein the game information is vertically displayed within the first area and is horizontally displayed in the second area.
27. (New) The gaming machine according to claim 13, wherein the game information is vertically displayed within the first area and is horizontally displayed in the second area.
28. (New) The gaming machine according to claim 19, wherein the game information is vertically displayed within the first area and is horizontally displayed in the second area.